**Multimedia Web Design Final Project:**

**This is your FINAL project for me (yes you may do a happy dance). It is important.**

**YOU MUST HAVE ALL OF THE FOLLOWING ITEMS.**

**Create a new file calledyourname\_final: EVERYTHING goes into this one folder, all of your artifacts, pictures, music, and videos)**

**Title the webpage “your name” Final**

* **You will have a background image that you created in Photoshop.**

**Section One: Your Resume**

* **Picture of yourself**
* **Contact Information. This is just for me so use a real address, email**
* **Education: List all of your secondary schools information, classes that you may have earned work experience in, learned a specific skill or certification and expected date of Graduation**
* **A quote that best describes you make sure you list the author.**
* **One paragraph ( 6 sentences) that describes you and one that describes what you liked most about this class.**

***Artifacts:* Each artifact will be inserted into your webpage as a hyperlink on the home page of the webpage.**

**You will create and hyperlink the following documents**

**1.01a Create a document that describes the correct uses of Decorative/Ornamental, Serif, Sans Serif, and Script Font. Discuss Mono-spacing, Proportional spacing, leading and Tracking, create examples of each.**

**1.01b Investigate Design Principles and Elements: Find an example, web based, of each of the Design Principles listed below. Create a PowerPoint Presentation for this activity, save it and embed it in your webpage. (you did this activity already)**

**Alignment** – relationship of elements in a pattern or grid.

**Balance** – determined by how elements are placed on a page.

**Symmetrical** – elements of the design are centered or evenly divided horizontally and vertically on a page.

**Asymmetrical** – off-center alignment created with an odd or mismatched number of elements.

**Radial** – elements radiate or swirl out from a center point.

**Contrast** – the use of big and small elements, black and white text, squares, and circles.

Adds emphasis to important information

Adds appeal

**Proximity**/Unity – placing elements near each other to demonstrate their relationship to each other.

**Repetition/Consistency** – repeating some aspect of the design throughout the entire layout.

**White Space** – negative or empty space between text and/or graphics.

Gives a design breathing room.

Smoothes transition between elements

1.03 Open this document: 

Use the definitions to create a powerpoint interactive study guide for this vocabulary. Be creative. If you have a better idea for a study guide check with me.

2.00 > 2.01a Understand graphic Image design and computer animation (The Background you create is an artifact for objective

2.02 a In this section include an example of a raster and vector image. Describe the difference between the two.

>2.02 Know and understand the graph image file types. You will create a scenario for each of the file types. For example, Jason wanted to insert his picture on a webpage which file type would he use? A PNG because they are best suited for websites.

The Graphic images and their definitions are

* + 1. Formats used for Raster Graphics
       1. GIF – Graphics Interchange Format
          1. Characteristics

Standard format on web for animation

Supports transparency

Uses lossless compression

Supports 256 colors

* + - * 1. Commonly used for:

Clip art, animations, icons, logos

Simple diagrams, line drawings

Graphics with large blocks of a single color

Graphics with transparent areas

Graphics displayed on computer screens

* + - 1. JPEG – Joint Photographic Experts Group
         1. Characteristics

Does not support animation

Does not support transparency

Uses lossy compression

Supports 16 M colors

High quality; but larger file size than gif

* + - * 1. Commonly used for:

Desktop publishing images

Photographs and natural artwork

Scanned images

Emailing photographs

Digital camera photographs

* + - 1. BMP – Bitmap (Windows)
         1. Characteristics:

Does not support animation or transparency

Uncompressed

Supports 256 colors

Large file size; not well suited for transfer across the Internet or print publications

* + - * 1. Commonly used for:

Editing raster graphics

Creating icons and wallpaper

* + - 1. PNG – Portable Network Graphic
         1. Characteristics

Supports transparency

Uses lossless compression

Supports several different color depths; including 256 colors and 16 million colors

* + - * 1. Commonly used for:

Replacing GIF and TIFF images

Online viewing of images

* + - 1. TIFF – Tagged Image File Format
         1. Characteristics

Does not support animation or transparency

Available in compressed (lossless) and uncompressed formats

Supports up 16 M colors

* + - * 1. Commonly used for:

Storing raw bitmap data by some programs and devices such as scanners

High resolution printing

Desktop publishing images

Storage container for faxes and other digital images

3.0 3.01 Audio and video file types. Create a document that highlights the audio and video file formats.

3.02 In the final section Describe the process of creating a webpage, include details about research, target audience, files..etc. This section will be written directly on the webpage. Ensure correct spelling.

This project is due no later than January 10.